

A photograph of a wooden double door. The upper half of the door features a grid of glass panes. The left pane shows a person in a green and white striped shirt. The right pane shows a person in a dark shirt. A white sign with black text is taped to the left pane. The lower half of the door has a solid wood panel with a grid pattern. The door is set in a dark frame.

STANDING
ROOM ONLY



EVERY NIGHT'S SATURDAY NIGHT!

The most vibrant and fun to
dance your night!

Each evening, Astro Blaster
presents a variety of music and
dance styles to keep you entertained
and dancing the night away!

Plus, the incredible sight of
Astro Blaster's special effects
showing you a new way to play!

There's always one special event
that you can't miss! It's the
most exciting night of the year!
Come see it all! It's a
must-see event! It's a
must-see event!

It's the most exciting night of the
year! It's a must-see event!
It's a must-see event!

It's the most exciting night of the
year! It's a must-see event!
It's a must-see event!

Astro Blaster™

"ALERT, ALERT... INVADER SHIPS IN SECTOR ONE... BATTLE STATIONS!!"

With that exciting warning, the synthesized Mission Control voice signals the start of your most challenging, thrill-packed video adventure.

Starting with 3 to 5 fully fueled ships (the number determined by the operator), your mission is to blast all targets before refueling by the Mother Ship. Then, advance to the next game sector where you meet more missile-firing, multi-colored invaders.

"LASER TEMPERATURE CRITICAL!!"

Make every shot count.

Because if you don't manage your firing efficiently, laser temperature rises and the voice of Mission Control warns you firing

**FEATURES THAT
SPEAK FOR
THEMSELVES!**

could stop completely until the laser temperature cools.

Mission Control also gives you voice updates on fuel supply, ships remaining and more, playing a vital role in your successful star battle.

"WARP ACTIVATED... 10, 9, 8, 7..."

The ASTRO BLASTER game also lets you play for time, using the Time Warp.

When the action is toughest, each of your ships gives you one chance to hit the Time Warp button, slowing down invader ships and their missiles. Meanwhile, Mission Control counts down your remaining Warp Time.

Point value is determined by target size and speed, with the smaller, faster targets earning you the most points. You also win bonus

points by completing specific tasks. But the bonuses are secret, adding even more excitement to the game.

"ONE SHIP REMAINING... EXERCISE EXTREME CAUTION!!"

To keep the ASTRO BLASTER game a thrilling challenge to both experienced players and beginners, Gremlin/SEGA's exclusive MultiPhase™ makes each new game sector tougher than the one before, with enemy targets coming faster and firing more missiles.

The game ends when you've lost all ships, run out of fuel, or if you destroy your ship while docking to refuel. But even though the game's ended, with ASTRO BLASTER the fun never stops!

For more information, call your nearest Gremlin/SEGA distributor. Or write.



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